Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10,696,865 CLAIMS AS FILED - PART I **SMALL ENTITY** OTHER THAN TYPE ____ (Column 1) (Column 2) OR SMALL ENTITY **TOTAL CLAIMS RATE** FEE RATE FEE OR BASIC FEE **FOR** NUMBER FILED **BASIC FEE** 385.00 NUMBER EXTRA 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR メフシ MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY **SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** ENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** FEE PAID FOR FEE Total Minus AMEND X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR . TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 1) (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT AMENDMENT** RATE TIONAL AFTER **PREVIOUSLY** RATE TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 2) (Column 1) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT ENDMENT TIONAL **PREVIOUSLY AFTER RATE** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.